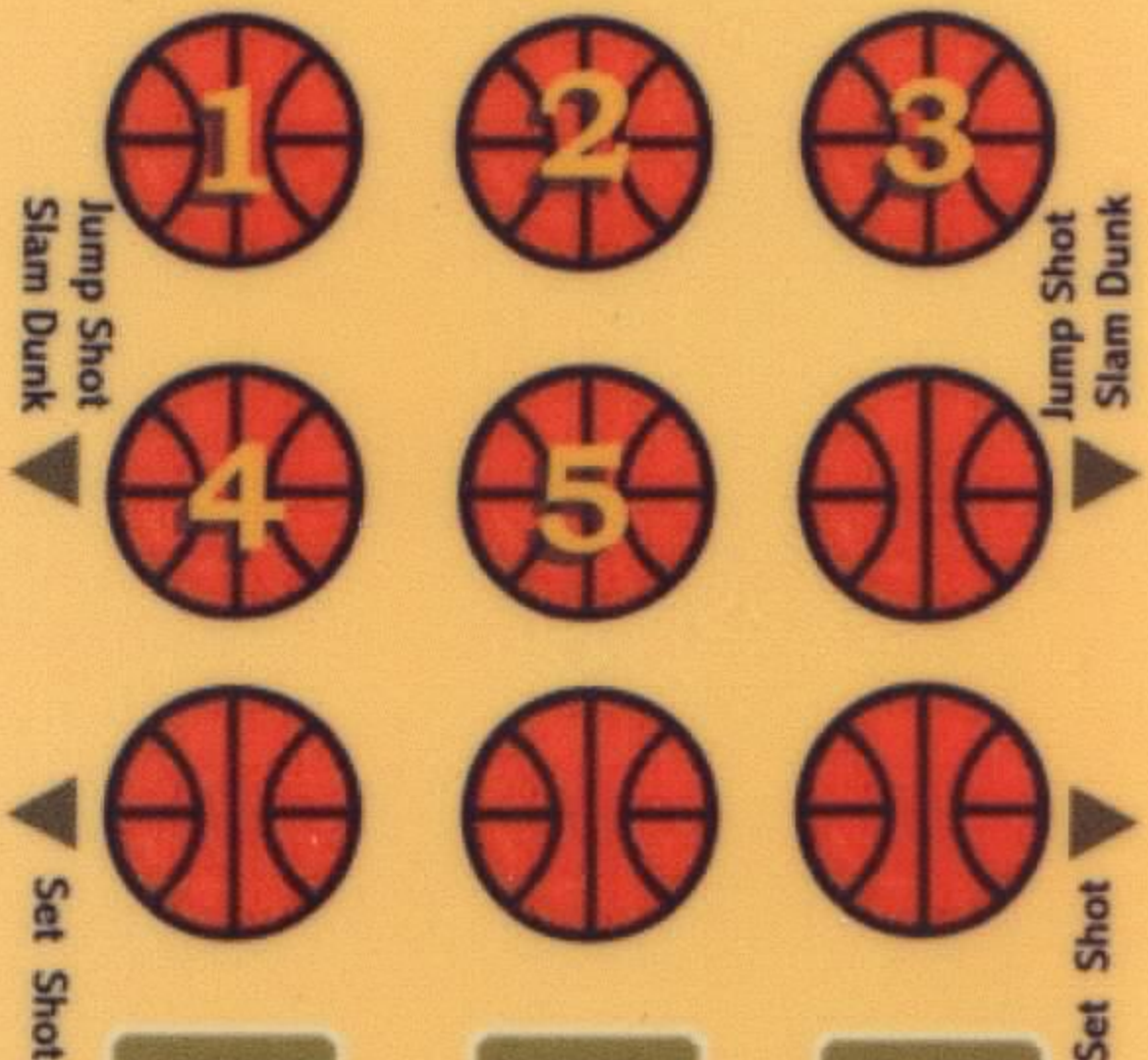
SLAM DUNK
Super Pro Basketball

PSYCHO STORMTROOPER



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INTELLIVISION™
Intelligent Television

No. 9001

SLAM DUNK

SUPER PRO BASKETBALL

FOR ONE OR TWO PLAYERS

INSTRUCTIONS

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OBJECT OF THE GAME

Assemble a team of 5 players that will, under your control, score more baskets in four 12-minute quarters than the opposing team. Make 2-point shots, longer 3-point shots, and 1-point free throws, awarded for being fouled. Tie score at end of 4th quarter puts game into 5-minute overtime.

TO BEGIN

Turn power switch **OFF** and insert cartridge. Turn power switch **ON** and press RESET. SLAM DUNK — SUPER PRO BASKETBALL title screen appears. Press any hand controller **key** or the **DISC** to continue.

You can play SLAM DUNK — SUPER PRO BASKETBALL against the computer or against a friend. You can be either the red team (the ***Reds***) or the blue team (the ***Blues***).

Using the left hand controller, select 1 for the Reds to be controlled by the left hand controller, 2 for the Reds to be controlled by the computer.

Using the right hand controller, select 1 for the Blues to be controlled by the right hand controller, 2 for the Blues to be controlled by the computer.

Select the budget for each team: press a number from 1 ($1,000,000) through 5 ($5,000,000). The budget will determine how good of a team you can assemble. Since you control the team, the LOWER the budget, the greater the challenge for YOU. When two players of different skill levels play SLAM DUNK — SUPER PRO BASKETBALL, the more experienced player should select a LOWER budget.

THE MAIN MENU

You have three choices on the Main Menu: (1) draft players, (2) play ball, and (3) describe controls.

DRAFT PLAYERS

Press 1 to assemble the teams. (Note: you can skip this step if desired. Press 2 to play ball and the computer will automatically assemble both teams according to their budgets.)

The OWNERS' CLUB screen appears. One by one, players on the draft roster come out, under a display of their statistics and salary. The Reds can either draft the player (press **ENTER**) or reject him (press **CLEAR**). If the Reds reject, the Blues have a chance to draft or reject the player. When one team drafts a player, the other team has first chance to draft or reject the next player. If a team's remaining budget is less than the player's salary, the option to draft is

automatically given to the other team. (The reminder C: NO, E: YES appears in the color of the team currently with the choice.)

Use the statistics carefully to build a balanced team:

Height — Determines skill in shot blocking and rebounds.
Pts — Average number of points scored per game.
Reb — Average number of rebounds made per game.
2pt — Percentage success making 2-point shots.
3pt — Percentage success making 3-point shots.
Ft — Percentage success making free throws.
Fou — Average number of fouls committed per game.
Min — Stamina in minutes: skill is at full level for first 75% of Min, dropping during last 25% of Min to half skill level.
$ — Salary (non-negotiable).

A team's remaining budget appears in the team color while a choice is being made. The player's salary appears in yellow. The draft roster consists of 25 players chosen at random each game from a pool of over 50 players. If a team uses up its budget before assembling a team of 5 players, the needed players will be assigned from a separate pool of "free agents" — generally poorer players who do not appear on the draft roster.

Note: Statistics of all players are fixed — they are not affected by games played for the Reds or the Blues.

When both teams are assembled, the court appears. Time to play ball!

PLAY BALL

Three players per team are on the court at any one time. As manager, you select which players go in. Highlight a player's name by pressing the **DISC** or by pressing 1 through 5. Once a player's name is highlighted, you can put him in the game (press 0) or view his statistics (press **CLEAR**). Players selected to go in have a basketball next to their names. Once you have selected three players, press **ENTER**.

When both teams are selected, game play begins.

THE COURT

The Reds' basket starts at the right of the screen; the Blues' basket starts at the left. Baskets switch at the beginning of each quarter. The outer half circle around each basket is the *3-point line* — shots made that cross this line score 3 points. Shots made from inside the line score 2 points. Above the court is the scoreboard showing:

JUMP SHOT/SLAM DUNK — Press either **TOP ACTION KEY** to attempt a jump shot. If you are close enough to the basket, pressing either **TOP ACTION KEY** will attempt a *slam dunk!*

SET SHOT — Press either **BOTTOM ACTION KEY** to attempt a set shot. Set shots are usually more accurate than jump shots, especially from beyond the 3-point line, but are easier to block.

STOPPING THE CLOCKS

The clocks stop whenever the ball goes out-of-bounds (off-court) or a basket is made. The game clock counting down to 0 signals the end of the quarter or overtime. The clock is reset to 12 minutes at the beginning of every quarter, and to 5 minutes at the beginning of every overtime. The 24-second clock counting down to 0 forces a turnover of possession. The clock is reset to 24-seconds whenever a shot is made, possession of the ball switches, or the ball is brought in. Times on both clocks' times are simulated.

The game can be paused at any time by pressing 1 and 9 on either hand controller at the same time. Resume game play by pressing any **KEY**.

BRINGING IN THE BALL

Everytime the ball goes out-of-bounds or a basket is made, players automatically position themselves for the ball to be thrown in by the team now having possession (offense). Press the **DISC**. The ball is brought in and both clocks start running. Offense has 24 (simulated) seconds to shoot.

DEFENSE

When playing defense, you choose which player you control by pressing any key from 1 to 9. Each time you press one of these keys, control switches to the next member of your team, enabling you to select a player closer to the ball. As on offense, the player you control is orange for the Reds, light blue for the Blues. Players you do not control will play defense automatically.

You can run and jump:

RUN — Press the **DISC** to move your man.

JUMP — Press any **SIDE ACTION KEY** to jump — letting you block a shot if you time it right.

SCORE — Reds' points in red, Blues' points in blue.
QUARTER — 1, 2, 3, or 4 lights indicate the quarter.
GAME CLOCK — Time remaining in quarter (counts down from 12 minutes, simulated time).
24-SECOND CLOCK — Time remaining before team with possession must shoot (counts down from 24 seconds, simulated time).

JUMP BALL

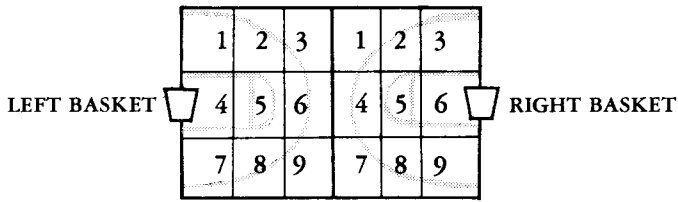
As soon as either player presses any key, there is a JUMP BALL to begin the game. The computer randomly decides who will get possession from the tip-off (each team has an equal chance). Every quarter and overtime period starts with a JUMP BALL. Team with possession of the ball is on *offense*; the other team is on *defense*.

OFFENSE

When playing offense, you always control the player with player for the Reds, the light blue player for the Blues). When a player on your team receives the ball in a pass, interception, or rebound, control will switch to him and his color will change. His name will be displayed just below the scoreboard in his team's color. Players you do not control will play offense automatically.

You can run, pass, or shoot:

RUN — Press the **DISC** to move down court (dribbling is automatic)
PASS — Press 1 through 9 to pass the ball to zones 1 through 9 around your basket, as illustrated below. **Note:** You can only pass to a zone in your half of the court.



If no teammate is in that zone, the nearest one will try running there in time to receive it. Be careful! Opposing players run to intercept! **Note:** You must release the **DISC** before passing!

TIME-OUT

Offense can call a time-out *before* bringing the ball in by pressing **ENTER**. Both team rosters are displayed, allowing viewing of stats and making of substitutions by each team. Each team must press **ENTER** to end the time-out. Each team can call unlimited time-outs.

PLAYER STATS

At the beginning of each quarter, or during a time-out, both team rosters are displayed. Use the **DISC** or press 1 through 5 to select one of your players; press **CLEAR** to see his statistics. The player's fixed stats (in tan) are displayed along with his stats for the game in progress (in yellow). For example:

PTS 11 6

means that this player averages 11 points per game, and has made 6 so far in this game. Or:

2PT 38% 25% 1/4

means that this player successfully makes an average of 38% of his 2-point shots during a game, but for this game has only made 25% of them (made 1 out of 4 attempted).

When you are finished viewing stats, press **CLEAR** to return to the roster. While the roster is displayed, you can view none, any, or all of your players' statistics, and you can make substitutions (see below). Press **ENTER** when you are ready to return to the game.

SUBSTITUTIONS

At the beginning of each quarter, or during a time-out, you can substitute players. Both team rosters are displayed. Use the DISC or press 1 through 5 to select one of your players; press 0 (Zero) to take the player out of or put the player into the game (you must take someone out before swapping someone in).

While the team roster is displayed, you can substitute none, any, or all of your players, and you can see their statistics (see above). Press **ENTER** when you are ready to return to the game.

Make substitutions to take full advantage of your players' assets. Watch the other team's substitutions — for example, you may want to counter their playing of a better shooter by putting in a better (taller) blocker.

Watch for your players getting tired — their play gets slower and sloppier. You can check a player's stats to get an idea of how much longer he can play at full level:

MIN 29/14

means that the player has an average stamina of 29 minutes and has played 14 minutes so far. Since a player is expected to play at full level for 75% of his stamina rating, this player can be expected to play at full level for about another 8 minutes (22 is 75% of 29).

For each 2 minutes on the bench, a player recovers 1 minute of playing time (the time-played-so-far statistic drops by 1).

FOULS AND FREE THROWS

The referee's whistle blows when a foul occurs and the name of the player who committed the foul is displayed at the bottom of the scoreboard. Only players on offense can be fouled, and only while running or shooting.

A player fouled when running (a dribbling foul) is given a chance to make one *free throw*. A player fouled when shooting (a shooting foul) is given a chance to make *one* free throw if the shot was good, *two* free throws if the shot was missed or blocked. Players take their positions automatically; the name of the player attempting the free throw is then displayed at the bottom of the scoreboard. Attempt the free throw by pressing any **SIDE ACTION KEY.**

After a player commits 6 fouls, he's out of the game. His name appears in green on the roster. Players who foul-out may only be put back in the game after a total of three players on the team have fouled-out. A player who fouls-out must be substituted before the game can continue.

You can check a player's stats to see how many fouls he has committed so far:

FOU 3/5

This player commits an average of 3 fouls per game, but in this game has already committed 5 fouls (1 more and he's out)!

TECHNICAL FOULS

Fouls committed by a player who fouled out but later was put back in the game are *technical fouls*. The fouled player is given one extra free throw and his team keeps control of the ball.

STEALING THE BALL

When on defense, you can sometimes steal the ball by staying right on the player with the ball, although you are more likely to commit a foul. Lower your chances of committing a foul by choosing a player with a lower foul average.

OVERTIME

If the game is tied at the end of the 4th quarter, a 5-minute overtime is played. If necessary, more than one overtime can be played to break the tie.

DESCRIBE CONTROLS

Pressing 3 when the Main Menu is displayed will give a brief, on-screen description of the use of the hand controllers during the various phases of game play.

STRATEGY TIPS

A player's statistics for 2-point and 3-point shots are based on an average distance from the basket and an average of jump shots and set shots. A player will shoot better than his stats show if you have him shoot closer to the basket or, if he's farther out, have him favor set shots.

Passing often lets you get around a close defender, but be careful! A long pass toward a well-defended area will probably be intercepted. On the other hand, a long pass *from* a well-defended area can work since the thrown ball goes faster than players run.

If the end of the game is close, you're behind, and the other team is trying to run out the clock (not shooting for as long as possible to keep possession), be more aggressive covering the man with the ball and *try* for a foul — you'll have a chance to get possession after the free throw (and instead of fouling, you might just steal the ball!). Just make sure your man hasn't already fouled out this game, or the other team will keep possession after the free throw (see TECHNICAL FOULS, above).

If you are on offense trying to run out the clock and defense is trying to foul you, avoid running with the ball (you can only be fouled when dribbling or shooting) — move the ball with short passes. If you must move the ball by running, use your best free throw shooter, in case he *is* fouled.